

Anthropomorphic Races

Section 1: Terrestrial Races

Dogfolk

Dogfolk are among the two most common races in the Wyldfang setting. They mostly dwell in civilized places like cities and towns, preferring to live in crowded places. Their keen sense of honor and duty lends easily to societal settings. Their society is strongly built upon an unspoken hierarchy, giving the old and wise respect over the young and foolish. Often they will band together into clans of dogfolk when in a mixed society. Their varied abilities make them capable of most any role they might need to fit.

Ability Score Improvement: Your Dexterity Score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Dogfolk can be any alignment

Size: Dogfolk are medium

Speed: Dogfolk have a walking speed of 40 feet

Languages: Common, Mammalian

Keen Smell: Dogfolk have advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics: Dogfolk have advantage on attack rolls against creatures if at least one of their allies is within 5 feet of the creature in question and that ally isn't incapacitated.

Bite: Dogfolk have a finesse bite attack that deals 1d6 piercing damage on a hit.

Subrace: Dogfolk break down into various subraces as described below.

Dog Subrace

Ability Score Increase: Your Charisma score increases by 1

True Charmers: You gain proficiency with the Charisma (Persuasion) skill.

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Wolf Subrace

Ability Score Increase: Your Wisdom score increases by 1

Greater Bite: The damage from your bite racial trait increases to 1d10.

Natural Proficiency: Members of the Wolf subrace can move through difficult terrain caused by natural forests and snow without expending extra movement.

Fox Subrace

Ability Score Increase: Your Intelligence score increases by 1

Inquisitive Nature: You gain proficiency with the Intelligence (Investigation) skill.

Skittish Ways: You gain proficiency with the Dexterity (Stealth) skill and you have advantage on any Stealth checks made when fleeing hostile creatures.

Coyote Subrace

Ability Score Increase: Your Charisma score increases by 1

Trickster Kind: You gain proficiency with the Charisma (Deception) skill and your proficiency bonus with it is doubled.

Cunning Deceivers: You have advantage on any Charisma (Deception) skills to pass yourself off as another subrace of Dogfolk.

Jackal Subrace

Ability Score Increase: Your Charisma score increases by 1

Death's Blessing: You gain proficiency with death saving throws. Once per day when you would be reduced to 0 hit points, you are reduced to 1 hit point instead. To do so again, you must complete a short or long rest.

Curiosity at the Core: You gain proficiency with the Wisdom (Insight) skill.

Tanuki Subrace

Ability Score Improvement: Your Charisma score increase by 1

Magical Heritage: Once per day you can cast Silent Image without consuming a spell slot or components. Additionally you gain the Friends and Minor Illusion spells. Charisma is your spellcasting ability for these spells.

Canine Performers: You gain proficiency with the Charisma (Performance) skill.

Felinefolk

Felinefolk are the other most common species in the Wyldfang setting. They excel in urbanized areas, though unlike dogfolk they try to find the solitude in the city. They strongly value individualism over community. They are accepting of other species in their midst, but rarely associate with those they dislike.

Ability Score Improvement: Your Dexterity Score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Felinefolk can be any alignment

Size: Felinefolk are medium

Speed: Felinefolk have a walking speed of 40 feet and a climbing speed of 30 feet

Languages: Common, Mammalian

Keen Smell: Felinefolk have advantage on Wisdom (Perception) checks that rely on smell.

Natural Grace: Felinefolk take half damage from falling and if they would be killed by fall damage they are rendered unconscious but stable instead.

Claws: Felinefolk have a finesse Claw attack that deals 1d6 slashing damage on a hit.

Subrace: Felinefolk break down into various subraces as described below.

Cat Subrace

Ability Score Increase: Your Charisma Score Increases by 1

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

In Plain Sight: You gain proficiency with the Dexterity (Stealth) skill and can hide in only partial cover if you are in a town or city.

Lion Subrace

Ability Score Increase: Your Strength score increases by 1

Pack Tactics: Members of the Lion subrace have advantage on attack rolls against creatures if at least one of their allies is within 5 feet of the creature in question and that ally isn't incapacitated.

Pounce: If you make a long jump immediately prior to attacking you can deal an additional 1d6 damage on a hit. This damage increases to 2d6 at 10th level.

Tiger Subrace

Ability Score Increase: Your Wisdom score increases by 1

Natural Proficiency: Members of the Tiger subrace can move through difficult terrain caused by natural forests and snow without expending extra movement.

Scavengers: You can gain twice the amount of food and water when you forage in forested environments.

Cheetah Subrace

Ability Score Increase: Your Constitution score increases by 1 Fleet of Foot: Your walking speed increases to 60 feet.

Cheetah Dash: Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Lynx Subrace

Ability Score Increase: Your Strength score increases by 1

True Climbers: Your climbing speed increases to 60 feet, or to match your walking speed whichever is higher. You have advantage on any Strength (Athletics) checks made to climb.

Better Grip: You gain proficiency with the Strength (Athletics) skill.

Hoofkin

Hoofkin are famous for their physical prowess and endurance. They often find themselves as craftsmen, a life they enjoy heartily. They take well to the life of a soldier or stonemason. They are often affable and sociable, much more so than felinefolk, and have been known to live in great cities in the plains.

Ability Score Improvement: Your Strength Score increases by 2

Age: You reach maturity around age 20 and live to about age 100 Alignment: Hoofkin can be any alignment

Size: Hoofkin are large

Speed: Hoofkin have a walking speed of 50 feet

Languages: Common, Mammalian

Deceptive Size: Hoofkin can count as medium for the purposes of squeezing through spaces.

Hooves: Hoofkin have a Strength-based hoof attack that deals 1d8 bludgeoning damage on a hit.

Flexible Footing: Hoofkin can equip items meant to be equipped by horses' feet such as horseshoes.

Subrace: Hoofkin break down into various subraces as described below.

Horse Subrace

Ability Score Increase: Your Constitution score increases by 1

Long-Distance Runners: You have advantage on Constitution saving throws to resist exhaustion. Adept Haulers: You count as a size larger for the purposes of carry weight and pulling.

Deer Subrace

Ability Score Increase: Your Dexterity score increases by 1

Adept Jumpers: You can make a long or high jump after moving only 5 feet instead of 10, and the amount of distance you can jump is doubled.

Horn Attack: You gain a finesse horn attack that deals 1d8 piercing damage on a hit. If you move at least 40 feet before attacking the damage from this attack increases by 1d8.

Moose Subrace

Ability Score Increase: Your Constitution score increases by 1

Larger than Life: You count as a size bigger for carry weight and pulling.

Inured to Cold: You gain resistance to cold damage. You can move across snowy and icy surfaces as if they were not icy or snowy, and you ignore difficult terrain created by snow and ice.

Goat Subrace

Ability Score Increase: Your Dexterity score increases by 1

Horn Attack: You gain a finesse horn attack that deals 1d8 bludgeoning damage on a hit. If you move at least 40 feet before attacking the damage from this attack increases by 1d8.

Adept Climbers: You gain a climbing speed equal to your walking speed. You have advantage on any Strength (Athletics) checks you make to climb.

Bison Subrace

Ability Score Increase: Your Strength score increases by 1

Larger than Life: You count as a size bigger for carry weight and pulling.

Unstoppable Charge: Before moving, you can declare your intention to shove or attack at the end of that movement. If you do, opportunity attacks made against you as a result of that movement are made with disadvantage. You must attempt an attack or shove at the end of that movement if you do so. If you shove a creature, the amount of distance you could normally shove that creature is tripled.

Bovine Subrace

Ability Score Increase: Your Charisma score increases by 1

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Steel Stomachs: You can eat plant materials which are normally inedible such as grass.

While not pleasant, it does sustain you adequately.

Larger than Life: You count as a size bigger for carry weight and pulling.

Sheep Subrace

Ability Score Increase: Your Charisma score increases by 1

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Charming Nature: You gain proficiency with the Charisma (Persuasion) skill.

The Longfolk

Drawing upon their natural charisma and curiosity, longfolk are well adapted to politics and interacting with the public. They work hard, but never let a chance to have fun pass them by. They can turn their natural curiosity to their side when they study the arcane arts, but they make for excellent paladins or bards as well. They tend to integrate into the societies of others, though they prefer life on the river to one stuck in a town.

Ability Score Improvement: Your Charisma Score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Longfolk can be any alignment

Size: Longfolk are medium

Speed: Longfolk have a walking speed of 40 feet.

Languages: Common, Mammalian

Darkvision: Longfolk have Darkvision to a range of 60 feet.

Slippery Form: As a Longfolk you gain proficiency with the Dexterity (Acrobatics) skill and have advantage on any Dexterity (Acrobatics) or Strength (Athletics) skill checks you make to escape a grapple.

Tight Squeezers: As a Longfolk, you can count as one size smaller for the purposes of squeezing through spaces.

Bite attack: The Longfolk have a finesse bite attack that deals 1d6 piercing damage on a hit.

Subrace: The Longfolk break down into various subraces as described below.

Otter Subrace

Ability Score Increase: Your Dexterity score increases by 1

Graceful swimmers: You gain a swimming speed equal to your walking speed.

Hold Breath: You can hold your breath for a number of minutes equal to your Constitution score x5, minimum 5 minutes.

Ferret Subrace

Ability Score Increase: Your Charisma score increases by 1

Naturally Inquisitive: You gain proficiency with the Intelligence (Investigation) skill.

True Pickpockets: You gain proficiency with the Dexterity (Sleight of Hand) skill and your proficiency bonus with it is doubled.

Marten Subrace

Ability Score Increase: Your Strength score increases by 1

True Climbers: Your climbing speed increases to 60 feet, or to match your walking speed whichever is higher. You have advantage on any Strength (Athletics) checks made to climb.

Drop Attackers: You can make a long or high jump after moving only 5 feet instead of 10, and the amount of distance you can jump is doubled.

Skunk Subrace

Ability Score Increase: Your Constitution score increases by 1

Defensive Spray: As an action you can make a 15 foot ranged, finesse attack to spray a creature with foul smelling liquid. Alternatively, as a reaction, you can make this attack against a creature within 15 feet of you which hits you with an attack. On a hit, that creature is blinded until the end of your next turn. Regardless of whether you hit or miss

with this trait, your target, and creatures within 15 feet of it excluding yourself, have disadvantage on Wisdom (Perception) and Charisma checks they make until they bathe. Once you have used this trait you cannot do so again until you complete a long rest.
Notorious Race: You gain proficiency with the Charisma (Intimidation) skill.

Weasel Subrace

Ability Score Increase: Your Dexterity Score increases by 1

Sneaks to the Core: You gain proficiency with the Dexterity (Stealth) skill and your proficiency bonus with it is doubled.

Silent Motion: If you wish you can move at half speed, but without causing any noise by doing so, even when moving over leaves.

Raccoon Subrace

Ability Score Increase: Your Dexterity score increase by 1.

Nature's Thieves: You gain proficiency with the Dexterity (Sleight of Hand) and Wisdom (Perception) skills. Your proficiency bonus with Sleight of Hand is doubled.

Natural Lockpicks: You gain proficiency with Thieves' Tools. If you would gain proficiency with Thieves' Tools again, your proficiency bonus with them is doubled.

Badger Subrace

Ability Score Increase: Your Constitution score increases by 1 Burrowers: You gain a burrowing speed equal to 30 feet

Tough Hide: While not wearing armor your AC equals 13 plus your Dexterity modifier.

Lizardmen

The lizardmen are sometimes shunned for their eccentricities. They are cold-blooded and do not do well in colder environments. They thrive in deserts and warm mountains where they can absorb the heat of the sun, which they worship above all else. They believe their patron god Noon gave them the sun to warm their bones. Their societies vary wildly by subrace, though they tend to be loners.

Ability Score Increase: Your Dexterity score increases by 2.

Age: You reach maturity around age 20 and live to about age 100

Alignment: Lizardmen can be any alignment

Size: Lizardmen are Medium

Speed: Lizardmen have a walking speed of 40 feet and a climbing speed of 30 feet

Languages: Common, Reptilian

Lizard Climb: Lizardmen can climb most difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite: Lizardmen have a finesse bite attack which deals 1d6 piercing damage on a hit.

Keen Smell: You have advantage on any Wisdom (Perception) checks which rely on smell, but only if you can open your mouth.

Desert Dwellers: Lizardmen have resistance to fire damage.

Subrace: Lizardmen break down into various subraces as described below.

Generic Lizard Subrace

Appearance: At character creation you choose a common lizard such as an anole, skink, gecko, etc, and the lizard you choose is reflected in this subrace.

Ability Score Increase: Your Charisma score increases by 1.

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Innate Inconspicuousness: You gain proficiency with the Dexterity (Stealth) skill.

Armadillo Lizard Subrace

Ability Score Increase: Your Constitution score increases by 1.

Thick Scales: Due to your heavily scaled form, you are ill-suited to wearing armor. Your scales provides ample protection, however; they gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Water Collection: You naturally accrue water sufficient to survive off of in your tail. Even in deserts you can gather sufficient liquid to sustain your life.

Komodo Dragon Subrace

Ability Score Increase: Your Strength score increases by 1.

Deadly Bite: Whenever you use your Bite racial trait, the creature you bite must succeed on a DC 8 Constitution saving throw or be subjected to Filth Fever on a failed save. A creature can attempt to save from Filth Fever at the end of each of a Short or Long Rest.

Filth Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on Strength Checks, Strength Saving Throws, and Attack rolls that use Strength.

Infamy: You gain proficiency with the Charisma (Intimidation skill).

Chameleon Subrace

Ability Score Increase: Your Wisdom score increases by 1.

Hide in Plain Sight: You have the ability to change the color of your body to match your surroundings. While not true invisibility, creatures have disadvantage on Wisdom (Perception) checks to notice you, even if you are not actively hiding.

Bi-Directional Eyes: Your eyes can look in two locations at once. Because of this creatures have disadvantage on any Dexterity (Stealth) checks to surprise you.

Basilisk Subrace

Ability Score Increase: Your Strength score increases by 1.

Light on your Feet: If you begin a move on a solid surface, you can run across a body of liquid as though it were solid. If you are still on that body of liquid at the end of your movement, you sink into it. This does not immunize you to any damage you might take from that body of liquid.

Back-Up Plan: You gain a swimming speed equal to 20 feet.

Crocodile Subrace

Ability Score Increase: Your Strength score increases by 1.

Aquatic: You gain the ability to hold your breath for a number of minutes equal to your Constitution modifier x5, minimum 5 minutes.

Death Roll: Whenever you hit with your Bite racial trait you can choose to grapple the creature as a bonus action. You can only have one creature grappled in this way at a time.

Gila Monster Subrace

Ability Score Increase: Your Strength score increases by 1.

Super Bite: Your bite racial trait gains an additional 1d4 poison damage to its damage pool.

Claws: You gain a light, finesse claw based attack which deals 1d4 piercing damage.

Thorny Dragon Subrace

Ability Score Increase: Your Constitution score increases by 1.

Barbed Hide: Your scales are covered in barbs. Whenever you hit with a melee attack the creature you attack is pierced by them, and they take an additional 1d4 piercing damage.

Persistent Barbs: Whenever you have a creature grappled, the creature takes 1d4 piercing damage from your barbed hide at the beginning of each of their turns while grappled.

Rodentkin

Despite their furtive nature, rodentkin dwell in almost every environment. They prefer to infiltrate the societies of others, having little by way of natural leadership in their own ranks. Wherever there is society, the rodentkin are sure to follow. The mouse or rat subrace, the most common of their kind, makes for an excellent thief. This predilection toward pilfering leads most to consider their trustworthiness at the least, and their very character at the worst. They are often shunned as criminals even though they may have done nothing wrong.

Ability Score Increase: Your Wisdom score increases by 2.

Age: You reach maturity around age 20 and live to about age 100

Alignment: Rodentkin can be any alignment

Size: Rodentkin are Small

Speed: Rodentkin have a walking speed of 30 feet and a burrowing speed of 15 feet

Languages: Common, Mammalian

Keen Smell: Rodentkin have advantage on any Wisdom (Perception) checks that rely on smell.

Claws: Rodentkin have a finesse claw attack which deals 1d4 slashing damage on a hit.

Keen Smell: You have advantage on any Wisdom (Perception) checks which rely on smell, but only if you can open your mouth.

Darkvision: Rodentkin have Darkvision to a range of 60 feet.

Subrace: Rodentkin break down into various subraces as described below.

Generic Rodent Subrace

Appearance: At character creation you choose a common rodent such as a chinchilla, gerbil, hamster, etc, and the rodent you choose is reflected in this subrace.

Ability Score Increase: Your Charisma score increases by 1.

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Anxiety of Prey: You gain proficiency with the Wisdom (Perception) skill.

Mouse/Rat Subrace

Ability Score Increase: Your Dexterity score increases by 1.

Compressible Skeleton: Your skeletal structure is incredibly foldable, allowing you to squeeze through even the smallest of spaces. You are considered as one size smaller for the purposes of squeezing through spaces.

Nature's Sneaks: You gain proficiency with the Dexterity (Stealth) skill and have advantage on any Stealth checks you make to hide in civilized areas such as towns or cities.

Squirrel Subrace

Ability Score Increase: Your Strength score increases by 1.

Forest Dwellers: You gain a climbing speed equal to 30 feet and you have advantage on any Strength (Athletics) checks made to climb.

Arctic Dwellers: You are accustomed to cold climates and, as such, have resistance to cold damage.

Beaver Subrace

Ability Score Increase: Your Intelligence score increases by 1.

Semi-Aquatic: You gain a swimming speed equal to 30 feet and the ability to hold your breath for a number of minutes equal to your Constitution modifier x5, minimum 5 minutes.

Nature's Lumberjacks: Your teeth are hard enough to cut wood. You can use them to make clean cuts in wood at the rate of 1 foot of cut per minute.

Gopher Subrace

Ability Score Increase: Your Dexterity score increases by 1. **Burrower Extraordinaires:** Your burrow speed increases to 30 feet.

Tunnel Dwellers: You are accustomed to living in tunnels. As such, you gain tremorsense to a range of 10 feet.

Flying Squirrel/Mouse Subrace

Ability Score Increase: Your Strength score increases by 1.

Glide: You do not take damage from falling unless you are paralyzed, restrained, stunned, or unconscious. When falling you can move a number of feet horizontally equal to half the number of feet you fall vertically.

Forest Dwellers: You gain a climbing speed equal to 30 feet and you have advantage on any Strength (Athletics) checks made to climb.

Porcupine Subrace

Ability Score Increase: Your Charisma score increases by 1.

Infamy: You gain proficiency with the Charisma (Intimidation) skill.

Barbed Exterior: Whenever you hit with or are hit by a melee attack you can use a reaction to stick the creature you hit or which hit you with some of your barbs. That creature takes 1d6 piercing damage.

Kangaroo Mouse Subrace

Ability Score Increase: Your Strength score increases by 1.

Adept Jumpers: You can make high jumps and long jumps after moving only 5 feet instead of 10 feet. Additionally, the distance you jump is tripled.

Naturally Athletic: You gain proficiency with the Strength (Athletics) skill.

Bearkin

Bearkin dwell in the fiercest of environments, thriving where danger engenders scarcity. Their polar subrace can thrive in the frigid arctic where little else can dwell. They tend to be too practical for mysticism, preferring the sword to the pen. At their most spiritual, they have been known to take up the arts of being a monk. They forgo villages for quiet communes in the woods where they can dwell with their kin.

Ability Score Increase: Your Strength score increases by 2.

Age: You reach maturity around age 20 and live to about age 100

Alignment: Bearkin can be any alignment

Size: Bearkin are Large

Speed: Bearkin have a walking speed of 30 feet and a climbing speed of 15 feet

Languages: Common, Mammalian

Keen Hearing and Smell: You have advantage on any Wisdom (Perception) checks that rely on hearing or smell.

Fierce Roar: You gain proficiency with the Charisma (Intimidation) skill and your proficiency bonus with it is doubled.

Hibernate: You gain the ability to while away days at a time sleeping. As long as you ate in accordance with the wealthy lifestyle for at least three days in a row, you can sleep up to three weeks in a row. You can sleep an additional two weeks for each day you ate wealthily beyond three.

Claws: Bearkin have a Strength-based claw attack that deals 1d8 slashing damage on a hit.

Subrace: Bearkin break down into various subraces as described below.

Generic Bear Subrace

Appearance: At character creation you choose a common bear such as a brown bear or black bear, etc, and the bear you choose is reflected in this subrace.

Ability Score Increase: Your Wisdom score increases by 1.

Hermits: You have advantage on any Wisdom (Survival) checks made to navigate and survive in uncivilized areas such as forests.

Survivalists: You gain proficiency with the Wisdom (Survival) skill.

Grizzly Bear Subrace

Ability Score Increase: Your Constitution score increases by 1.

Undying: Once per long rest when you would be reduced to 0 hit points, you are instead reduced to 1 hit point. As a reaction, you can immediately expend up to 1 hit die per point of your Constitution modifier as healing to roll those hit dice and regain that many hit points.

Familial Ferocity: When one or more of your allies are reduced to 0 hit points you have advantage on all attacks you make against creatures that are threatening them.

Additionally, any claw attacks you hit with deal an additional 1d12 slashing damage against creatures that are threatening your allies. These benefits end when all your allies are at half hit points or more, or the combat ends.

Polar Bear Subrace

Ability Score Increase: Your Constitution score increases by 1. Mariner Nature: You gain a swimming speed of 30 feet.

Arctic Dwellers: You gain resistance to cold damage, and you can ignore difficult terrain imposed by snowy or icy conditions.

Panda Bear Subrace

Ability Score Increase: Your Charisma score increases by 1.

Steel Stomachs: You can eat plant materials which are normally inedible such as grass. While not pleasant, it does sustain you adequately.

Crepuscular: You gain darkvision to a range of 60 feet.

Harefolk

Quick to frolic but quicker to flee, the harefolk dwell in tremendous abundance in a wide variety of regions. Their societies are commonly agricultural, though that is more out of practicality than ethics. They are herbivorous by nature, and as such have little reason to hunt. They make adept guides and rangers, but often are too timid for combat.

Ability Score Increase: Your Dexterity score increases by 2.

Age: You reach maturity around age 20 and live to about age 100

Alignment: Harefolk can be any alignment

Size: Harefolk are Small

Speed: Harefolk have a walking speed of 40 feet

Languages: Common, Mammalian

Keen Hearing and Smell: You have advantage on any Wisdom (Perception) checks that rely on hearing or smell.

Famed Jumpers: You can make high jumps and long jumps after moving only 5 feet instead of 10 feet. Additionally, the distance you jump is tripled.

Fast Feet: Harefolk have a finesse kick attack that deals 1d6 bludgeoning damage on a hit.

Subrace: Harefolk break down into various subraces as described below.

Generic Rabbit Subrace

Appearance: At character creation you choose a common rabbit such as a cottontail, pygmy, or wooly, etc, and the rabbit you choose is reflected in this subrace.

Ability Score Increase: Your Charisma score increases by 1.

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

The Cute Defense: You gain proficiency with the Charisma (Persuasion) skill.

Arctic Rabbit Subrace

Ability Score Increase: Your Constitution score increases by 1.

Arctic Dwellers: You gain resistance to cold damage, and you can ignore difficult terrain imposed by snowy or icy conditions.

Camouflage: You have advantage on any Dexterity (Stealth) checks you make to hide in snowy terrain.

Elephantines

Quick to anger, but also to forgive Elephantines are the peaceful giants of the savannas. They live in great shamanistic towns, each led by the wisest elder woman of the village. They are deeply social and will mourn their dead for weeks. Their tremendous form lends well to warfare, though they prefer peace. Academics are skeptical that all subraces of Elephantines actually share a common ancestor, but the name suffices for a collective noun for the lot of them.

Ability Score Increase: Your Wisdom score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Elephantines can be any alignment

Size: Elephantines are Large, though they can squeeze through spaces as medium creatures

Speed: Elephantines have a walking speed of 30 feet

Languages: Common, Mammalian

Chargers: As long as you move at least 15 feet before a melee attack, if you hit with that attack you increase its damage by 1d12. Additionally, the creature you hit with that attack must succeed on a DC 15 Strength saving throw or be knocked prone.

Keen Hearing and Smell: You have advantage on any Wisdom (Perception) checks that rely on hearing or smell.

Natural Intimidation: You gain proficiency with the Charisma (Intimidation) skill.

Subrace: Elephantines break down into various subraces as described below.

Elephant Subrace

Ability Score Increase: Your Intelligence score increases by 1.

Keen Memory: You can accurately recall anything you have seen or heard within the last year.

Tusks: You gain a Strength-based tusk attack that deals 1d8 piercing damage on a hit.

Hippopotamus Race

Ability Score Increase: Your Strength score increases by 1.

Fangs: You gain a Strength-based bite attack that deals 1d10 piercing damage on a hit.

Semiaquatic: You gain a swimming speed of 30 feet and gain the ability to hold your breath for a number of minutes equal to your Constitution modifier x5, minimum 5 minutes.

Rhinoceros Subrace

Ability Score Increase: Your Strength score increases by 1

Horn: You gain a Strength-based horn attack that deals 1d8 piercing damage on a hit. If you move at least 30 feet before making an attack with this trait, you have advantage on that attack.

Thick Hide: While not wearing armor your AC equals 13 plus your Dexterity modifier.

Slothkin

The Slothkin are as paradoxical as they are trying to the patience of those who meet them. At once they can go from being annoyingly slow to absurdly fast if given reason for flight. Their wait-and-see nature make them acceptable druids, though they are ill-inclined for combat. They tend to stick to their quiet villages in jungles, and leave the affairs of outsiders alone.

Ability Score Improvement: Your Constitution score increases by 2 and your Wisdom score increases by 1.

Age: You reach maturity around age 20 and live to about age 100

Alignment: Slothkin can be any alignment

Size: Slothkin are Medium

Speed: Slothkin have a walking speed of 25 feet and a climbing speed of 25 feet

Languages: Common, Mammalian

Burst of Speed: Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Tree-Sleepers: You can treat trees as a bed for the purposes of taking long rests, suffering no penalties for doing so.

Adept Climbers: You gain proficiency with the Strength (Athletics) skill and automatically succeed on any non-grappling Athletics checks made not to fall from something you are holding on to with your hands.

Bite: You gain a finesse bite attack that deals 1d6 piercing damage on a hit.

Armadillions

Some speculation abounds that Armadillions and Turtlekin are related to one another, though most academics agree that this is hogwash. Armadillions tend to be shy and furtive desert dwellers, though if they become acquainted with someone they come out of their shell metaphorically and literally. They make sport of curling into balls and rolling downhill into pins blind, trying to knock down the most pins.

Ability Score Improvement: Your Constitution score increases by 2 and your Dexterity score increases by 1.

Age: You reach maturity around age 20 and live to about age 100

Alignment: Armadillions can be any alignment

Size: Armadillions are Medium

Speed: Armadillions have a walking speed of 30 feet and a burrowing speed of 30

Languages: Common, Mammalian

Darkvision: You have darkvision to a range of 60 feet.

Shell Armor: Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Withdraw: You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Claws: You gain a finesse light claw attack that deals 1d6 slashing damage on a hit.

Roll Form: You can curl up into a ball and send yourself careening down a slope. Unless you begin to free fall, you take no damage from bouncing off objects or your swift descent, and if you enter free fall you take only half damage upon landing.

The Marsupialkin

Marsupialkin are renowned for their curious biology and mysterious backgrounds. Little is known of their culture as they tend to dwell on remote islands. Their natural pockets and charming nature

make them skilled traders, though their remote homelands often make trading impractical. They are naturally affable and curious about other cultures.

Ability Score Increase: Your Charisma score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Marsupialkin can be any alignment

Size: Marsupialkin are Medium

Speed: Marsupialkin have a walking speed of 30 feet

Languages: Common, Mammalian

Nature's Pocket: Even when completely unequipped you are considered to be wearing a backpack, as you have a pouch on your stomach you can store items or young in.

True Charmers: You gain proficiency with the Charisma (Persuasion) and Charisma (Performance) skills.

Subrace: Marsupialkin break down into various subraces as described below.

Kangaroo Subrace

Ability Score Increase: Your Strength score increases by 1.

Nature's Boxers: You gain a light Strength-based punch attack that deals 1d6 damage on a hit. Adept Kickers: You gain a Strength-based kick attack that deals 1d8 damage on a hit.

Adept Jumpers: You can make high jumps and long jumps after moving only 5 feet instead of 10 feet. Additionally, the distance you jump is tripled.

Koala Subrace

Ability Score Increase: Your Dexterity score increases by 1.

Tree Dwellers: You gain a climbing speed equal to 30 feet and you have advantage on any Strength (Athletics) checks made to climb.

Drop Bears: You have advantage on any attack rolls you make while falling.

Steel Stomachs: You can eat plant materials which are normally inedible such as grass.

While not pleasant, it does sustain you adequately.

Opossum Subrace

Ability Score Increase: Your Wisdom score increases by 1.

Play Dead: As a reaction when you are hit with an attack you can fall prone and pretend to die. Creatures who witness this must make a DC 15 Wisdom (Medicine) check to notice that you are still alive.

Adept Jumpers: You can make high jumps and long jumps after moving only 5 feet instead of 10 feet. Additionally, the distance you jump is tripled.

Tree-Sleepers: You can treat trees as a bed for the purposes of taking long rests, suffering no penalties for doing so.

Wombat Subrace

Ability Score Increase: Your Constitution score increases by 1.

Slow Eaters: You need only consume food once per three days to be sustained. **Burrowers:** You gain a burrowing speed of 15 feet.

Bite: You gain a finesse bite attack that deals 1d6 piercing damage on a hit.

The Apekin

The Apekin are notoriously curious and cheerful. Their societies dwell in deep and warm forests, though they are often driven from their homes by sheer curiosity. It is common for a young Apekin to go on a journey called a “spring-about,” where they travel as much of the world as they dare, returning home to share stories and trinkets from their travels. Their eternally curious and Dexterous nature leads them to be adept thieves, though their talents also lend well to being a ranger.

Ability Score Improvement: Your Dexterity score increases by 2

Age: You reach maturity around age 20 and live to 100.

Alignment: Apekin can be any alignment.

Size: Apekin are medium in size.

Speed: Apekin have a walking speed of 30 feet and a climbing speed of 30 feet.

Languages: Common, Mammalian

Dexterous Feet: your feet are essentially a second pair of hands. When not supporting your weight, each foot is capable of performing any task which a hand could.

Natural Climbers: Apekin can have advantage on any Strength (Athletics) or Dexterity (Acrobatics) checks to climb.

Bite: You gain a finesse bite attack that deals 1d6 piercing damage on a hit.

Subrace: Apekin break down into subraces as described below.

Monkey Subrace

Ability Score Increase: Your Charisma score increases by 1.

Cheeky Personage: You gain proficiency with the Charisma (Deception) skill.

Dexterous Tail: You have a tail which is unusually capable. Any task which could be performed by a single finger can be performed by your tail. Your tail can activate magic items.

Ape Subrace

Ability Score Improvement: Your Strength score increases by 1.

Tremendous Form: You count as large in size for the purposes of carry weight and lifting.

Pounding Fists: Your unarmed melee attacks deal 1d6 bludgeoning damage on a hit.

The Swinefolk

Stout and stubborn, the Swinefolk are renowned for their trustworthiness. Though they can be known as greedy, the truth is they simply want the most from life. Food, riches, comfort, they want it all. If they find a true friend, a flat nose will often be willing to die for them rather than lose them. They are often cooks and alchemists as their noses are curiously keen when it comes to herbs and fungi.

Ability Score Improvement: Your Constitution score increases by 2

Age: You reach maturity around age 20 and live to 100.

Alignment: Swinefolk can be any alignment.

Size: Swinefolk are medium in size.

Speed: Swinefolk have a walking speed of 30 feet.

Languages: Common, Mammalian

Charge: If you move at least 20 feet before making a melee attack, that attack deals an additional 1d4 bludgeoning damage on a hit. .

Keen Smell: You have advantage on Wisdom (Perception) checks that rely on smell.

Keen Senses: You gain proficiency with the Wisdom (Perception) skill.

Subrace: Swinefolk break down into subraces as described below.

Pig Subrace

Ability Score Increase: Your Charisma score increases by 1.

City Dwellers: You have advantage on Wisdom (Survival) checks to navigate and survive in cities or towns.

Mud Dwellers: Your movement is not hindered by natural mud.

Boar Subrace

Ability Score Improvement: Your Strength score increases by 1.

Tremendous Form: You count as large in size for the purposes of carry weight and lifting.
Tusk: You gain a Strength based Tusk attack that deals 1d6 damage on a hit.

Bugfolk

Bugfolk are as varied as they are hated by the animal folk. Their mythic history leads to them being despised by animalfolk the world over, If one can overcome their prejudice, however, they will find the bugfolk are as reasonable as any other race. Their wide variety makes their mixed societies tremendously effective at overcoming most problems, and their culture is deeply rich. They share an alternate history which teaches that the Enemy brought light to their darkness, and warmth to their homes.

Ability Score Improvement: Your Dexterity score increases by 2.

Age: You reach maturity around age 10 and live to about age 75

Alignment: Bugfolk can be any alignment

Size: Bugfolk are Small

Speed: Bugfolk have a walking speed of 30 feet and may gain other speeds by subraces.

Languages: Common, Insectlish

Additional Appendages: Bugfolk have two feet and four arms. As such, they can equip items in their additional hands, though they cannot make more attacks than usual with those hands. Additionally, they can draw or stow an additional 2 items per turn for free.

Antennae: You have two additional appendages on your head which grant you additional senses. You gain blindsight to a range of 30 feet. You cannot use this blindsight if you have lost both your antennae.

Mandibles: You gain a finesse bite attack that deals 1d6 piercing damage on a hit.

Subrace: Bugfolk break down into various subraces as described below.

General Insect Subrace

Appearance: At character creation you choose a common insect such as a moth, ladybug, louse, etc, and the insect you choose is reflected in this subrace.

Ability Score Increase: Your Wisdom score increases by 1.

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Special Movement: Choose a type of movement such as climbing, swimming, flying, or burrowing (whichever is appropriate to the common insect you chose). You gain a speed of that movement of 30 feet.

Lightning Bug/ Firefly Subrace

Ability Score Increase: Your Charisma score increases by 1. High Fliers: You gain a flying speed of 30 feet.

Bioluminescence: As a bonus action you can begin to emit bright light to a range of 60 feet, and dim light to a range of 60 feet beyond that. You may end it at any time, no action required.

Ant Subrace

Ability Score Increase: Your Strength score increases by 1.

Deceptively Giant: You count as huge for the purpose of carry weight and lifting.

Burrowers: You gain a burrowing speed of 30 feet.

Mosquito Subrace

Ability Score Increase: Your Charisma score increases by 1.

Blood-Drinkers: When you hit a creature with your Mandibles racial trait, you can restore a number of hit points equal to half the damage you deal. As long as you hit a creature with your mandibles bite attack in this way at least five times per day, you can sustain yourself off the blood of the creatures you hit. You are immune to any diseases in blood drunk this way.

Nature's Nuisance: You have advantage on any Charisma checks made to cause a creature to dislike you or to become hostile towards you.

Slow Fliers: You gain a fly speed equal to 15 feet.

Fly Subrace

Ability Score Improvement: Your Constitution score increases by 1.

Carion Eater: You can ingest food which is technically inedible to other creatures, such as rotted food or moldy food. You are immune to poisons and diseases ingested from rotted food, though not from poisons added to food by outside means.

Death Sense: You can tell automatically if there is a dead body within 200 feet of you. You know the rough direction, though not precise location of any dead bodies in that range.

Slow Fliers: You gain a fly speed equal to 15 feet.

Mantis Subrace

Ability Score Improvement: Your Strength score increases by 1.

Claw: You gain a Strength-based claw attack that deals 1d10 slashing damage on a hit.

Adept Jumpers: You can make a long or high jump after moving only 5 feet instead of 10, and the amount of distance you can jump is doubled.

Bee/Wasp Subrace

Ability Score Improvement: Your Wisdom score increases by 1.

Stinger: You gain a finesse Stinger-based attack that deals 1d6 piercing damage and 1d4 poison damage on a hit.

Winged Exemplars: You gain a flying speed of 40 feet.

Cricket/Grasshopper Subrace

Ability Score Improvement: Your Strength score increases by 1.

Adept Jumpers: You can make a long or high jump after moving only 5 feet instead of 10, and the amount of distance you can jump is tripled.

Natural Violinists: You can make song-like sounds by rubbing your legs together. This can be used as a bardic implement if you choose.

Centipede/Millipede Subrace

Ability Score Improvement: Your Charisma score increases by 1. True Climbers: You gain a climbing speed equal to 30 feet.

Many Handed: You can draw or stow any number of items from your bag during a turn for free.

Rhino Beetle Subrace

Ability Score Improvement: Your Strength score increases by 1.

True Grapplers: You gain proficiency in the Strength (Athletics) skill and have advantage on any Athletics checks made to grapple a creature or maintain a grapple.

Natural Throwers: When you have a creature grappled you can use an action to toss it up to 10 feet per point of your Strength modifier. If a creature thrown in this way strikes a surface and cannot move any further, they take 1d6 bludgeoning damage for every 10 feet of movement they had left rounded down.

Worm Subrace

Ability Score Improvement: Your Wisdom score increases by 1. Prolific Tunnelers: You gain a burrowing speed of 35 feet.

Dwellers Below: You gain tremorsense to a range of 30 feet.

Cicada Subrace

Ability Score Improvement: Your Charisma score increases by 1.

Ceaseless Chatter: As a bonus action you can start to produce a maddening sound that distracts any who hear it. Creatures within 500 feet of you have disadvantage on Wisdom (Perception) checks that rely on hearing while they can hear you. You can maintain this sound for up to an hour. After having done so, you must complete a long rest to make the sound again.

Dwellers in the Trees: You gain a climbing speed equal to 30 feet and have advantage on any Strength (Athletics) checks made to climb.

Spiderfolk

Known as the eight-legged demons the spiderfolk are feared by animalfolk and bugfolk alike. Their tendency to eat just about anything, regardless whether it was sapient or not, strikes fear in the hearts of any who cross them. Their propensity for living in dark, damp places only adds to their dark mystique. If one can garner safe-passage from a spiderfolk village, they will find a rich culture full of mysticism and magic. They are natural witches, and will often vex the races who live near them, especially if they seek to drive them off.

Ability Score Improvement: Your Wisdom score increases by 2.

Age: You reach maturity around age 20 and live to about age 80

Alignment: Spiderfolk can be any alignment

Size: Spiderfolk are Small

Speed: Spiderfolk have a walking speed of 30 feet and may gain other speeds by subraces.

Languages: Common, Insectish

Darkvision: You gain darkvision to a range of 60 feet.

Spiderclimb: You gain a climbing speed of 30 feet. Spiderfolk can climb most difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Many Eyes: You have eight eyes and have advantage on any Wisdom (Perception) checks that rely on sight.

Bite: You gain a finesse bite attack that deals 1d4 piercing damage on a hit.

Additional Appendages: Spiderfolk have four feet and four arms. As such, they can equip items in their additional hands, though they cannot make more attacks than usual with those hands.

Additionally, they can draw or stow an additional 2 items per turn for free.

Subrace: Spiderfolk break down into various subraces as described below.

Spider Subrace

Ability Score Improvement: Your Dexterity score increases by 1.

Poisoned Bite: Your bite attack gains an additional 1d6 poison damage to its damage pool.

Web Walkers: You ignore movement restrictions caused by webbing, and you know the exact location of any other creature in contact with the same web you are.

Scorpion Subrace

Ability Score Improvement: Your Charisma score increases by 1. Dwellers in the Sand: You gain a burrowing speed of 30 feet.

Stinger: You gain a finesse sting attack that deals 1d6 piercing damage on a hit and has a range of 10 feet. On a hit, creatures hit by your stinger must succeed on a DC 15

Constitution saving throw or take 1d8 poison damage.

Tick Subrace

Ability Score Improvement: Your Constitution score increases by 1.

Blood-Drinkers: When you hit a creature with your bite racial trait, you can restore a number of hit points equal to half the damage you deal. As long as you hit a creature with

your bite attack in this way at least five times per day, you can sustain yourself off the blood of the creatures you hit. You are immune to any diseases in blood drunk this way.
Claws: You gain a light finesse claw attack that deals 1d6 piercing damage on a hit.

Section 2: Aquatic Races

Fishfolk

The fishfolk are as varied as they are common. All manner of fishfolk wander the seas filling it with innumerable colors and variety. No one statement can fully describe the fishfolk, as each race brings its own brilliant threads to add to the tapestry that is their species.

Ability Score Increase: Varies by subrace

Age: You reach maturity around age 20 and live to about age 100

Alignment: Fishfolk can be any alignment

Size: Fishfolk are Medium

Speed: Fishfolk have a walking speed of 30 feet and a swimming speed of 40 feet

Languages: Common, Pescarian

Amphibious: Fishfolk can breathe both air and water.

Deep Dwellers: Fishfolk have resistance to cold damage.

Bite: Fishfolk have a finesse bite attack that deals 1d6 piercing damage on a hit.

Subrace: Fishfolk break down into various subraces as described below.

General Fish Subrace

Appearance: At character creation you choose a common fish such as a seahorse, tuna, cod, etc, and the fish you choose is reflected in this subrace.

Ability Score Increase: Your Charisma score increases by 2 and your Wisdom score increases by 1.

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Schooling: You have advantage on Wisdom (Perception) and Wisdom (Insight) checks so long as you are within 10 feet of a friendly creature.

Camouflage: You have advantage on Dexterity (Stealth) checks to hide in aquatic environments.

Shark Subrace

Ability Score Increase: Your Strength score increases by 2 and your Wisdom score increases by 1

Sight Unseeing: You gain blindsight to a range of 30 feet.

Blood Frenzy: You have advantage on melee attack rolls against creatures that don't have all their hit points.

Razor Teeth: Your bite attack increases in damage to 1d10 slashing damage (instead of piercing).

Whale Shark Subrace

Ability Score Increase: Your Constitution score increases by 2 and your Charisma score increases by 1.

Giants of the Sea: You are large, but can count as medium for the purposes of squeezing through spaces.

Passive Feeder: By feeding on microscopic lifeforms in the water you can gain sustenance sufficient to support you for a day simply by swimming in natural sources of water for an hour.

Gentle Giants: Due to your species' renowned passivity, aquatic beasts are naturally disinclined to be aggressive towards you until you show aggression towards them. Even the largest creatures treat you with respect in the sea until you attack them.

Catfish Subrace

Ability Score Increase: Your Constitution score increases by 2 and your Intelligence score increases by 1.

Bottom Feeder: You can ingest food which is technically inedible to other creatures, such as rotted food or moldy food. You are immune to poisons and diseases ingested from rotted food, though not from poisons added to food by outside means.

Keen Smellers: You have advantage on any Wisdom (Perception) checks that rely on smell.

Sight Unseeing: You gain blindsight to a range of 30 feet.

Eel Subrace

Ability Score Increase: Your Charisma score increases by 2 and your Strength score increases by 1.

Electric Touch: As a reaction when hit with or are hit with a melee attack you can release a small jolt of electricity. The creature you hit or which hit you takes 1d4 lightning damage and cannot take reactions until the start of their next turn.

Skulkers: When you attack while getting advantage from being hidden you deal an additional 1d6 bludgeoning damage with your melee attacks if you hit.

Trained Grapplers: You gain proficiency with the Strength (Athletics) skill.

Swordfish Subrace

Ability Score Increase: Your Strength or Dexterity score increases by 2 and your Charisma score increases by 1.

Jousting Fish: Your bite attack upgrades to 1d12 piercing damage and gains a reach of 10 feet, however you have disadvantage to hit any creature within 5 feet of you when attempting to hit a creature with this trait.

Sudden Strike: Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Swift Swimmers: Your swimming speed increases to 50 feet.

Lionfish Subrace

Ability Score Increase: Your Charisma score increases by 2 and your Wisdom score increases by 1.

Barbed Hide: As a reaction when you are hit with a melee attack you can sting a creature with your barbs, dealing your attacker 1d6 poison damage.

Naturally Charismatic: You gain proficiency with the Charisma (Persuasion) skill.

Naturally Intimidating: You gain proficiency with the Charisma (Intimidation) skill and your proficiency bonus with it is doubled.

Angler Fish Subrace

Ability Score Increase: Your Wisdom score is increased by 2 and your Charisma score is increased by 1.

Bioluminescence: As a bonus action you can start to emit bright light to a range of 30 feet, and dim light to a range of 30 feet beyond that. As a bonus action you can douse this light.

Darkvision: You gain darkvision to a range of 60 feet.

Naturally Charismatic: You gain proficiency with the Charisma (Persuasion) skill.

Ray Subrace

Ability Score Increase: Your Strength score increases by 2 and your Wisdom score increases by 1.

Sight Unseeing: You gain blindsight to a range of 30 feet.

Defensive Sting: When you are hit with a melee attack you can use a reaction to make a melee attack against the creature which hit you. On a hit you deal 1d6 piercing damage. You make this attack with a stinger-like tail you possess.

Long-Distance Swimmers: You have advantage on Constitution saving throws to resist exhaustion.

Whalekin

As jovial as they are giant the whalekin are famously affable. They travel in tremendous pods often giving them the name the nomads of the sea. Anger a whalekin, however, and you risk the wrath of its entire pod. They are ruled by stern matriarchs who issue orders to the entire pod through a delicate song that the others join in on in unison. One can always tell the approach of a pod of whalekin by the din of their songs.

Ability Score Increase: Your Strength score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Whalekin can be any alignment

Size: Whalekin are Large, though you can squeeze through spaces as though you were medium

Speed: Whalekin have a walking speed of 30 feet and a swimming speed of 40 feet

Languages: Common, Mammalian

Hold Breath: Whalekin breathe air, but can hold their breath for ten minutes per point of their Constitution modifier, minimum 10 minutes.

Incredibly Social: Whalekin gain proficiency with one Charisma based skill of their choice, and double their proficiency with that skill.

Long-Range Chatting: Whalekin can speak in a high-pitched tone that travels well through water. Doing so allows them to converse plainly with others of their kind within 100 miles of themselves, but only while underwater. They tend to avoid doing so over much as the noise would get quite loud.

Pod Tactics: Whalekin have advantage on attack rolls against creatures if at least one of their allies is within 5 feet of the creature in question and that ally isn't incapacitated.

Bite: Whalekin have a Strength-based bite attack that deals 1d8 piercing damage on a hit.

Subrace: Whalekin break down into various subraces as described below.

Killer Whale Subrace

Ability Score Increase: Your Wisdom score increases by 1.

Vicious Bite: Your bite racial trait increases to 1d10 piercing damage.

Blindsight: You have blindsight to a range of 30 feet.

Narwhal Subrace

Ability Score Increase: Your Dexterity score increases by 1.

Nature's Spear: You gain a long spear-like horn which protrudes from your head. You can attack with it as a strength-based melee attack, dealing 1d8 piercing damage on a hit. It has a reach of 10 feet.

Arctic Dwellers: You have resistance to cold damage.

Blue Whale Subrace

Ability Score Increase: Your Constitution score increases by 1.

Giants of the Sea: You are huge in size, though you can squeeze through spaces as though you were large.

Passive Feeder: By feeding on microscopic lifeforms in the water you can gain sustenance sufficient to support you for a day simply by swimming in natural sources of water for an hour.

Humpback Subrace

Ability Score Increase: Your Charisma score increases by 1.

Songbirds of the Sea: You gain proficiency with the Charisma (Performance) skill and have advantage on any Performance checks you make to sing.

Passive Feeder: By feeding on microscopic lifeforms in the water you can gain sustenance sufficient to support you for a day simply by swimming in natural sources of water for an hour.

Sperm Whale Subrace

Ability Score Increase: Your Constitution Score increases by 1

Greater Hold Breath: Your Hold Breath racial trait increases from 10 minutes per point of your Constitution modifier to 20 minutes per point of your Constitution modifier, minimum 20 minutes.

Delvers in the Deep: You gain Darkvision to a range of 60 feet and resistance to cold damage.

Dolphin Subrace

Ability Score Increase: Your Charisma score increases by 1. **Miniature Whalekin:** You are Medium in size.

Blindsight: You have blindsight to a range of 30 feet.

The Squidfolk

As mysterious as they are rare, the Squidfolk are feared and shunned by most races. Their ability to slink in and out of darkness underwater has led many to think them terrifying sea monsters or ghosts. All this superstition suits the Squidfolk well, as they are naturally solitary. They prefer to wander alone whenever possible, coming together only to discuss matters of great import.

Ability Score Improvement: Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Age: You reach maturity around age 30 and live to about age 300

Alignment: Squidfolk can be any alignment

Size: Squidfolk are Medium

Speed: Squidfolk have a walking speed of 30 feet and a swimming speed of 40

Languages: Common, Pescarian

Darkvision: You gain darkvision to a range of 60 feet.

Additional Appendages: Squidfolk have four feet and four arms. As such, they can equip items in their additional hands, though they cannot make more attacks than usual with those hands. Additionally, they can draw or stow an additional 2 items per turn for free.

Beak: You have a Strength-based beak attack that deals 1d8 piercing damage on a hit.

Amphibious: You can breathe both air and water.

Ink Cloud: As an action, or a reaction when you are hit when you are underwater, you can release a cloud of ink. The ink surrounds you to a range of 20 feet and heavily obscures the area. The ink lasts for one minute, though significant current can disperse it before that. After you release the ink, you take the dash action. Once you do this, you must complete a short or long rest to do so again.

Camouflage: You gain proficiency with the Dexterity (Stealth) skill, and have advantage on any Stealth checks you make while underwater.

Incredible Contortionists: You count as size smaller for the purposes of squeezing into spaces.

Turtlekin

Turtlekin are well known deep thinkers, but slow actors. One never calls upon a shellback for matters which require hasty action, as they are wont to stop and consider all options before acting. Once stirred to action, however, they make fantastic infantrymen as their hard shell grants them an impressive amount of armor.

Ability Score Increase: Your Constitution score increases by 2 and your Wisdom score increases by 1

Age: You reach maturity around age 50 and live to about age 500

Alignment: Turtlekin can be any alignment

Size: Turtlekin are Medium

Speed: Turtlekin have a walking speed of 25 feet and a swimming speed of 40

Languages: Common, Reptilian

Shell Armor: Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Withdrawl: You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Snapper's Bite: Turtlekin have a Strength-based bite attack that deals 1d8 piercing damage on a hit.

Long-Distance Swimmers: You have advantage on Constitution saving throws to resist exhaustion.

Shelled Athletes: You gain proficiency with the Strength (Athletics) skill.

Hold Breath: Turtlekin can hold their breaths for up to one hour per point of their Constitution modifier.

Crab People

Renowned hotheads, Crab People are often first picks for soldiers of the sea. Their natural claw weapons and blindsight make for fearsome warriors in muddy rivers and on the sea floor. On land they can be ungainly, pining for the weightlessness of underwater combat. Out of combat they are a quirky folk. They often find themselves fallen prey to hunter's traps and squeezed into situations they cannot escape. They also possess a curious desire to approach any situation faced sideways.

Ability Score Improvement: Your Strength score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Crab People can be any alignment

Size: Crab People are Medium

Speed: Crab People have a walking speed of 30 feet and a swimming speed of 30

Languages: Common, Insectlish

Amphibious: Crab People breathe both air and water.

Claws: You have a Strength-based Claw attack that deals 1d8 piercing damage on a hit.

Many-Legged: You have advantage on avoiding being knocked prone.

Blindsight: You have blindsight to a range of 30 feet.

Subrace: Crab People break down into various subraces as described below.

Crab Subrace

Ability Score Improvement: Your Constitution score increases by 1.

Greater Claw: The damage from your Claws racial trait increases to 1d10 piercing damage.

Burrow in Sand: You gain a burrow speed of 15.

Shrimp Subrace

Ability Score Improvement: Your Dexterity score increases by 1.

Punch: When you make an attack with your Claws racial trait and hit, you can use your bonus action to cause the creature to make a DC 10 Constitution saving throw or become stunned until the end of their next turn on a failed save. Once you have done so, you must complete a short or long rest to do so again.

Natural Boxers: You gain proficiency with the Strength (Athletics) skill.

Crayfish Subrace

Ability Score Improvement: Your Constitution score increases by 1.

Bottom Feeder: You can ingest food which is technically inedible to other creatures, such as rotted food or moldy food. You are immune to poisons and diseases ingested from rotted food, though not from poisons added to food by outside means.

Naturally Stealthy: You have advantage on Dexterity (Stealth) checks made to hide when underwater.

The Amphibae

The Amphibae are notorious cowards, preferring to sacrifice and run rather than stay and fight. Their ability to shed limbs at will disturbs and fascinates the academically minded. Their ability to dwell both on land and in the sea gives them their name, as they are part of both the world of the land and the sea.

Ability Score Improvement: Your Constitution score increases by 2.

Age: You reach maturity around age 20 and live to about age 100.

Alignment: Amphibae can be any alignment.

Size: Amphibae are small

Speed: Amphibae have a walking speed of 30 feet and a swimming speed of 40 feet.

Languages: Common and Reptilian

Amphibious: Amphibae breathe both air and water.

Limb Regeneration: When a Dual Dweller loses a limb such as a tail, leg, or arm, they can regenerate it over a week. If they lead a Wealthy life style for 7 days they gain enough

nutrition to regrow the lost limb. Over the course of the 7 days they slowly regrow the limb. Starting on day 4 they can make use of the stunted limb. It cannot perform complex actions such as somatic components for spells, or using thieves' tools, but it can swing a weapon or hold, draw, or stow items. Any weapon attacks made using the stunted limb are made with disadvantage.

Subrace: Amphibae break down into various subraces as described below.

Frog Subrace

Ability Score Improvement: Your Charisma score increases by 1.

Poison Skin: Any creature which hits with a melee attack against you or whom you are grappling must succeed on a DC 10 constitution saving throw or take 1d4 poison damage when it strikes you or when it begins its turn grappled by you.

Natural Jumpers: You gain proficiency with the Strength (Athletics) skill and your proficiency bonus with it is doubled. The distance you can jump and the maximum distance you can jump is doubled. When moving, you can jump a distance further than your movement speed.

Toad Subrace

Ability Score Improvement: Your Strength score increases by 1.

Charming Touch: As an action you can touch a creature with your bare skin. That creature must make a DC 15 Constitution saving throw or be charmed by you for one minute, or until you or another creature deals damage to it.

Natural Jumpers: You gain proficiency with the Strength (Athletics) skill and your proficiency bonus with it is doubled. The distance you can jump and the maximum distance you can jump is doubled. When moving, you can jump a distance further than your movement speed.

Salamander Subrace

Ability Score Improvement: Your Dexterity score increases by 1.

Skittering Speed: You gain a climbing speed equal to your walking speed. You can climb most difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Evasive Maneuver: When you are grappled you can designate what limb is being grappled specifically. As an action you can cause that limb to fall off, ending the grappled condition on yourself automatically. Immediately after doing so, as a bonus action, may move your full movement speed without provoking opportunity attacks during that movement. You can designate your tail with this action. If you designate one of your legs, you are subjected to the slowed condition until you regrow the lost leg.

Axolotl Subrace

Ability Score Improvement: Your Charisma score increases by 1. True Born Swimmers: Your swimming speed increases to 60 feet.

Fast Regeneration: The amount of time it takes you to regrow a limb from your Limb Regeneration power is reduced to 3 days. You gain the stunted limb on day 2 instead of day 4.

Section 3: Aerial Races

Birdfolk

The birdfolk, also known as the feather nomads, soar the skies of Wyldfang bringing trade goods over even the most dangerous of routes. Though they can make their home almost anywhere, they prefer to wander, taking wing when complications arise. They are known as a flighty sort, and as such can be considered fair weather friends.

Ability Score Improvement: Your Wisdom score increases by 2

Age: You reach maturity around age 20 and live to about age 100

Alignment: Birdfolk can be any alignment

Size: Birdfolk are small

Speed: Birdfolk have a walking speed of 30 feet and a flying speed of 30 feet

Languages: Common, Avian

Feathered Falls: Birdfolk can choose to be under the effects of the Feather Fall spell at any time if they wish. If a birdfolk is knocked unconscious while in the air they float to the ground harmlessly.

Keen Sight: Birdfolk have advantage on any Wisdom (Perception) checks that rely on sight.

Talons: Birdfolk have a finesse talons attack that deals 1d6 piercing damage on a hit.

Subrace: Birdfolk break down into various subraces as described below.

Common Bird Subrace

Appearance: At character creation you choose a common bird such as a sparrow, cardinal, blue jay, etc, and the bird you choose is reflected in this subrace.

Ability Score Increase: Your Charisma score increases by 1

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Songbird: You gain proficiency with the Charisma (Performance) skill. Additionally, you have advantage on any Performance checks you make to sing.

Owl Subrace

Ability Score Increase: Your Dexterity score increases by 1 Darkvision: You gain Darkvision to a range of 120 feet.

Flyby Fighter: You do not provoke opportunity attacks while flying.

Raven/Crow Subrace

Ability Score Increase: Your Constitution score increases by 1

Mimicry: You can mimic with ease the sounds you hear. For example you can mimic the sound of a baby crying, or an animal chittering. If you have heard a creature speak for a minute or more, you can speak using their voice. A creature can discern that the sounds produced by this trait are imitations with a Wisdom (Insight) check contested by a DC equal to 8 + your Proficiency Bonus + your Charisma modifier.

Carion Eater: You can ingest food which is technically inedible to other creatures, such as rotten food or moldy food. You are immune to poisons and diseases ingested from rotted food, though not from poisons added to food by outside means.

Eagle Subrace

Ability Score Increase: Your Strength score increases by 1

Greater Talons: The damage from your Talons racial trait increases to 1d10.

Eagle Eye: You have advantage on any Wisdom (Perception) or Wisdom (Survival) skills to track creatures.

Vulture Subrace

Ability Score Increase: Your Constitution score increases by 1

Carion Eater: You can ingest food which is technically inedible to other creatures, such as rotten food or moldy food. You are immune to poisons and diseases ingested from rotted food, though not from poisons added to food by outside means.

Inured to Heat: You have resistance to fire damage.

Falcon/Hawk Subrace

Ability Score Increase: Your Dexterity score increases by 1 Greased Lightning: Your flying speed increases to 60 feet.

Plummet: If you fly in a downward direction at least 40 feet before making a melee weapon attack you can increase the damage of the attack by 1d8 bludgeoning damage on a hit.

Parrot Subrace

Ability Score Increase: Your Charisma score increases by 1

Mimicry: You can mimic with ease the sounds you hear. For example you can mimic the sound of a baby crying, or an animal chittering. If you have heard a creature speak for a minute or more, you can speak using their voice. A creature can discern that the sounds produced by this trait are imitations with a Wisdom (Insight) check contested by a DC equal to 8 + your Proficiency Bonus + your Charisma modifier.

Ancient Kind: You can live to up to 300 years old. Additionally, you are immune to magical conditions which would age you.

Penguin Subrace

Ability Score Increase: Your Dexterity score increases by 1 Arctic Denizen: You have resistance to cold damage.

Aquatic: You gain a swimming speed equal to your flying speed, but you lose your flying speed. Additionally, you can hold your breath a number of minutes equal to your Constitution modifier x5, minimum 5 minutes.

Goose Subrace

Ability Score Increase: Your Constitution score increases by 1

Frequent Flier: You have advantage on Constitution saving throws to resist exhaustion.

Infamously Ill Mannered: You gain proficiency with the Charisma (Intimidation) skill.

Duck Subrace

Ability Score Increase: Your Charisma score increases by 1 Waterfowl: You gain a swimming speed equal to your walking speed.

Swift Diver: You have advantage on any attack roll you make against underwater creatures if you started your turn at the surface of the water.

The Chiropterans

Contrary to the birdfolk, the Chiropterans are known to be homebodies. Once a Chiropteran has found a home, they defend it to the last. They prefer places which shield their sensitive eyes from the sun's blinding light. Forests, caves, and underground expanses are their natural territories. Societally, there is some misgivings in dealing with the Chiropterans, as their vampire bat subrace leads to suspicions of an otherworldly nature to the Chiropterans.

Ability Score Increase: Your Wisdom score increases by 2.

Age: You reach maturity around age 20 and live to about age 100

Alignment: Chiropterans can be any alignment

Size: Chiropterans are Small

Speed: Chiropterans have a walking speed of 10 feet and a flying speed of 40 feet

Languages: Common, Mammalian

Keen Hearing: You have advantage on any Wisdom (Perception) checks which rely on hearing.

Turn on a Dime: While flying, you have advantage on any saving throw to avoid being restrained, paralyzed, or stunned.

Darkvision: Chiropterans have darkvision to a range of 120 feet.

Echolocation: Chiropterans have blindsight to a range of 60 feet. They cannot use this blindsight if they are deafened.

Bite: Chiropterans have a finesse bite attack that deals 1d6 piercing damage on a hit.

Subrace: Chiropterans break down into various subraces as described below.

Common Bat “Bug Bats” Subrace

Appearance: At character creation you choose a common bat such as a brown bats, hog-nosed bats, etc, and the bat you choose is reflected in this subrace.

Ability Score Increase: Your Dexterity score increases by 1.

City Dwellers: You have advantage on any Wisdom (Survival) checks made to navigate and survive in cities or towns.

Flight not Fight: You gain proficiency with the Wisdom (Perception) skill.

Fruit Bat Subrace

Ability Score Increase: Your Charisma score increases by 1.

Day-Dwellers: The range of your darkvision is reduced by 60 feet, but you can find enough food to sustain you through foraging in most environments, save deserts.

Megabats: You are medium in size instead of small.

Famously Friendly: You gain proficiency with Charisma (Persuasion).

Vampire Bat Subrace

Ability Score Increase: Your Constitution score increases by 1.

Blood-Drinkers: When you hit a creature with your bite racial trait, you can restore a number of hit points equal to half the damage you deal. As long as you hit a creature with your bite attack in this way at least five times per day, you can sustain yourself off the blood of the creatures you hit. You are immune to any diseases in blood drunk this way.

Infamy: You gain proficiency with the Charisma (Intimidation) skill.

Section 4: Bestial and Exotic Races

Hybridfolk (Chimera)

Generally speaking, the races of Wyldfang can breed with one another. The result of such unions is traditionally a representative of either parent, but not of both. Once in a thousand, if not less, is a hybrid of the two. Reactions to these unions is mixed, sometimes positive oft-times negative.

Ability Score Increase: One ability score of your choice increases by 2 and another by 1.

Age: You reach maturity around age 10 and live to about age 100

Alignment: Hybridfolk can be any alignment

Size: Hybridfolk can be many sizes depending on their heritage

Speed: Hybridfolk have different movement speeds depending on their heritage.

Languages: Common, One other from your heritage

Heritage: Choose two species of other races from this document. Working with your DM assemble a race design which comprises 50% of traits from one species and 50% of species from another. You gain any special movements of both races. You gain one language from your parents in addition to common.

Draconids

Ability Score Increase: Your Charisma or your Strength score increase by 2, and your Wisdom score increases by 1.

Age: You reach maturity around age 100 and live to about age 1000

Alignment: Draconids can be any alignment

Size: Draconids are Medium

Speed: Draconids have a walking speed of 30 feet and a flying speed of 40 feet

Languages: Common, Draconic, and Reptilian

Claws: You gain light finesse claw weapons that deal 1d6 slashing damage on a hit.

Naturally Charismatic: You gain proficiency in either the Strength (Athletics), Charisma (Persuasion) or Charisma (Intimidation) skills, one of your choice.

Draconic Heritage: At character creation choose an element type from acid, cold, fire, lightning, poison, necrotic, and radiant. You gain resistance to the type of your choice. Additionally, as an action, you can exhale a blast of this element from your mouth. When you do so, each creature in a 15 foot cone from you must make a Dexterity saving throw against a DC calculated by $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$. On a failed save, a creature takes 2d6 damage of your elemental choice. This damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you exhale an elemental blast in this way you must complete a short or long rest to do so again.

Unicornfolk

Ability Score Increase: Your Wisdom score increase by 2, and your Dexterity score increases by 1.

Age: You reach maturity around age 100 and live to about age 1000

Alignment: Unicornfolk can be any alignment

Size: Unicornfolk are Medium

Speed: Unicorn have a walking speed of 40 feet

Languages: Common, Mammalian, and Celestial

Goring Charge: You gain a finesse horn attack that deals 1d10 piercing damage on a hit. If you move at least 30 feet before attacking with this horn attack, you have advantage on the attack.

Hoof Attacks: You gain a finesse hoof attack that deals 1d6 bludgeoning damage on a hit.

Magic Resistance: You have advantage on saving throws against spells and other magical effects.

Innate Magic: Once per short or long rest you can cast either the Cure Wounds or Healing Word spells. Additionally, starting at 5th level, you can also cast either Misty Step or Lesser Restoration once per short or long rest. You cast these spells without consuming spell slots or components. Wisdom is your spellcasting ability modifier for these spells.

Manticorekin

Ability Score Increase: Your Strength score increase by 2, and your Charisma score increases by 1.

Age: You reach maturity around age 100 and live to about age 1000

Alignment: Manticorekin can be any alignment

Size: Manticorekin are Medium

Speed: Manticorekin have a walking speed of 30 feet and a flying speed of 40 feet

Languages: Common, two others of your choice

Darkvision: You gain darkvision to a range of 60 feet.

Lion Jaws: You gain a Strength-based bite attack that deals 1d8 piercing damage on a hit.

Claws: You gain a finesse light claw attack that deals 1d6 slashing damage on a hit.

Venomtail: You gain a finesse stinger attack that deals 2d6 poison damage on a hit.

Tail Regrowth: Should your tail be destroyed, you regrow it over a long rest.

Wyvernkin

Ability Score Increase: Your Strength score increase by 2, and your Wisdom score increases by 1.

Age: You reach maturity around age 50 and live to about age 500

Alignment: Wyvernkin can be any alignment

Size: Wyvernkin are Medium

Speed: Wyvernkin have a walking speed of 30 feet and a flying speed of 40 feet

Languages: Common, Draconic, and Reptilian

Darkvision: You have darkvision to a range of 60 feet.

True Hunters: You gain proficiency with the Wisdom (Perception) skill.

Jaws: You gain a Strength-based bite attack that deals 1d10 piercing damage on a hit.

Venomtail: You gain a finesse stinger attack that deals 2d6 poison damage on a hit.

Griffonfolk

Ability Score Increase: Your Strength score increase by 2, and your Dexterity score increases by 1.

Age: You reach maturity around age 25 and live to about age 250

Alignment: Griffonfolk can be any alignment

Size: Griffonfolk are Medium

Speed: Griffonfolk have a walking speed of 30 feet and a flying speed of 40 feet

Languages: Common, Avian, and Mammalian

Keen Sight: You have advantage on any Wisdom (Perception) check that relies on sight.

Keen Vision: You gain proficiency with the Wisdom (Perception) skill.

Darkvision: You gain darkvision to a range of 60 feet.

Beak: You gain a finesse beak attack that deals 1d8 piercing damage.

Claws: You gain a light finesse claw attack that deals 1d6 slashing damage on a hit.

Awakened Plants and Animals

Ability Score Improvement: Your Constitution Score increases by 2 and one other depending on the type of animal or plant you once were.

Size: Depends on your source species.

Speed: Varies by race

Languages: Common and either Druidic (if you are an Awoken Plant) or Mammalian, Avian, Reptilian etc. (if you are an Awoken Animal)

Hidden in Plain Sight: Whenever you choose, using no action, you can become completely indistinguishable from a regular member of your chosen species. Only divination magic which detects sentience such as Detect Thoughts can discern the presence of your mind.

Kindred Speech: You can communicate as plainly with members of your source species as you would with regular humanoids verbally. Such creatures understand your speech plainly, though are not compelled to act in accordance with your will.

Potentially Bipedal: Barring physiology rendering your animal form physically incapable of balancing on two feet, your character can have learned to stand on two feet and wield weapons and/or foci in their front hands/paws if possible.

Extraordinary Armoring: Save in the most unique of circumstances obtaining armor and clothing for you is almost certainly a custom order for you. As such, it will take time and extra effort to create. The cost of such items equals 1.5x the price of such an item for a regular humanoid and takes 1 day to create per 10 GP of value. You or a skilled craftsman can create such items at the same cost and speed as creating regular items of similar quality, provided you have proficiency in the necessary tools.

Bestial Nature: You count as a beast (and only a beast) for the purposes of spells and abilities. Alternatively if you were a plant before being awakened you count as a plant (and only a plant) for the purposes of spells and abilities.

Previous Race: Choose one race from the options below

Animal Races

Frog

Ability Score Improvement: Dexterity +1 Size: Tiny

Movement Speed: Walking 20, Swimming 30 Amphibious: You can breathe both air and water

Standing Leap: You can long jump up to 10 feet and high jump up to 5 feet without a running start.

Baboon

Ability Score Improvement: Dexterity +1 Size: Small

Movement Speed: Walking 30, Climb 30

Pack Tactics: You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature and the ally isn't incapacitated.

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Badger

Ability Score Improvement: Wisdom +1

Size: Tiny

Movement Speed: Walking 20, Burrow 5

Keen Smell: You have advantage on Wisdom (Perception) checks that rely on smell

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Bat

Ability Score Improvement: Dexterity +1 Size: Tiny

Movement Speed: Walking 5, Fly 30

Blindsight 60: You gain blindsight to a range of 60

Echolocation: You can't use your blindsight while deafened

Keen Hearing: You have advantage on Wisdom (Perception) checks that rely on hearing

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Dexterous Feet: You cannot use your hands (wings) to equip regular weaponry, but your feet can manipulate any objects and equip weapons as regular hands would.

Boar

Ability Score Improvement: Strength +1 Size: Medium

Movement Speeds: Walking 40

Charge: If you move at least 30 feet straight toward a target and then hit with a tusk attack on the same turn, the target takes an additional 1d6 slashing damage. If the target is a creature it must succeed on a Strength saving throw calculated off your Strength or be knocked prone.

Tusk: You have a tusk attack based off your Strength which deals 1d6 slashing damage on a hit.

Relentless: If you would be reduced to 0 hit points, you are reduced to 1 hit point instead. Once you have used this feature you cannot do so again until you complete a short or long rest.

Camel

Ability Score Improvement: Strength +1

Size: Large (You can count as Medium for the purposes of fitting through spaces)

Movement Speeds: Walking 50

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Drought Resistant: You can survive up to one month without water.

Sand Strider: You are immune to difficult terrain caused by sandy conditions.

Cat

Ability Score Improvement: Dexterity +1 **Size:** Tiny

Movement Speeds: Walking 40, Climbing 30

Keen Smell: You have advantage on Wisdom (Perception) checks that rely on smell. **Claws:** You gain a claw attack based on Strength or Dexterity dealing 1d4 damage on a hit.

Terminal Imperviousness: You cannot take more falling damage than your maximum health -1.

Constrictor Snake

Ability Score Improvement: Strength +1

Size: Large (You can count as Medium for the purposes of fitting through spaces)

Movement Speeds: Walking 30, Swimming 30

Blindsight 10

Bite: You have a bite attack based on Strength or Dexterity which deals 1d6 damage on a hit.

Constrict: You have a constrict attack based on Strength which deals 1d8 damage on a hit and grapples the creature it hits.

No-Limbs: You can only equip one item at a time, and only with your tail.

Crab

Ability Score Improvement: Strength +1 **Size:** Tiny

Movement Speeds: Walking 20, Swimming 20 **Blindsight** 30: You have blindsight to a range of 30. **Amphibious:** You can breathe both air and water.

Claw: You have a claw attack based off Strength which deals 1d8 damage on a hit. **Stealth:** You are proficient in the stealth skill.

Deer

Ability Score Improvement: Wisdom +1 or Dexterity +1 **Size:** Medium

Movement Speed: Walking 50

Keen Hearing: You have advantage on Wisdom (Perception) checks that rely on hearing

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Dolphin

Ability Score Improvement: Strength +1 Size: Medium

Movement Speeds: Walking 0, Swimming 60

Blindsight 60

Charge: If you move at least 30 feet straight toward a target and then hit with a slam attack on the same turn, the target takes an additional 1d6 bludgeoning damage.

Hold Breath: You can hold your breath for 30 minutes.

Slam: You have a slam attack based on Dexterity or Strength that deals 1d6 bludgeoning damage on a hit.

Eagle

Ability Score Improvement: Dexterity +1

Size: Small

Movement Speeds: Walking 10, Flying 60

Keen Sight: You have advantage on Wisdom (Perception) checks that rely on sight.

Talons: You have a talon attack based on Strength or Dexterity that deals 1d4 damage on a hit. **Wings:** You cannot equip items using your wings unless they are specially made to do so.

Goat

Ability Score Improvement: Strength +1 Size: Medium

Movement Speed: Walking 40

Charge: If you move at least 20 feet straight toward a target and then hit it with a ram attack on the same turn, the target takes an extra 1d4 bludgeoning damage. If the target is a creature it must then succeed on a Strength saving throw or be knocked prone. The DC against this save is based on your Strength score.

Sure-Footed: You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

Ram: You have a ram melee attack based on Strength that deals 1d4 damage on a hit.

Hawk

Ability Score Improvement: Dexterity +1 Size: Tiny

Movement Speed: Walking 10, Flying 60

Keen Sight: You have advantage on Wisdom (Perception) checks that rely on sight.

Talons: You have a talon attack based on Dexterity or Strength that deals 1d4 damage on a hit. **Wings:** You cannot equip items using your wings unless they are specially made to do so.

Hyena

Ability Score Improvement: Wisdom +1 Size: Medium

Movement Speed: Walking 50

Pack Tactics: You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature and the ally isn't incapacitated.

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d6 piercing damage on a hit.

Jackal

Ability Score Improvement: Dexterity +1 **Size:** Small

Movement Speeds: Walking 40

Keen Hearing and Smell: You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics: You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature and the ally isn't incapacitated.

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Lizard

Ability Score Improvement: Dexterity +1 **Size:** Tiny

Movement Speeds: Walking 20, Climbing 20

Darkvision 30

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Mastiff (Dog)

Ability Score Improvement: Strength +1 **Size:** Medium

Movement Speeds: Walking 40

Keen Hearing and Smell: You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d6 piercing damage on a hit.

Man's Best Friend: Most humanoids regard you as a regular part of society, and will disregard your presence unless you are strictly forbidden entry to a place (such as a restaurant or a bank vault).

Mule

Ability Score Improvement: Strength +1 **Size:** Medium

Movement Speeds: Walking 40

Beast of Burden: You are considered large for the purposes of carrying capacity.

Sure-Footed: You have advantage on Strength and Dexterity saving throws made against effects which would knock you prone.

Hooves: You have a hooves attack based on Strength or Dexterity that deals 1d4 bludgeoning damage on a hit.

Mount: You can equip magical or mundane items meant for a mount such as horseshoes.

Octopus

Ability Score Improvement: Dexterity +1 **Size:** Small

Movement Speeds: Walking 5, Swimming 40

Darkvision 30

Hold Breath: While out of water, you can hold your breath for 30 minutes.

Underwater Camouflage: You have advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing: You only breathe water.

Extra Limbs: You can equip an additional 2 items using another 2 of your 8 limbs.

Tentacle: You have a tentacle attack based on Strength which deals 1d4 bludgeoning damage on a hit and grapples creatures it hits.

Ink Cloud: As an action you can release a 5' radius cloud of ink extending around you if you are under water. That area is heavily obscured for 1 minute, though significant current can disperse

the ink. After using this action you can use the Dash action as a bonus action. Once you have used this trait you cannot use it again until you complete a short or long rest.

Otter

Ability Score Improvement: Dexterity +1 or Charisma +1 Size: Tiny

Movement Speeds: Walking 30, Swimming 30

Hold Breath: You can hold your breath for up to 8 minutes.

Bite: You have a bite attack based off Strength or Dexterity which deals 1d4 piercing damage on a hit.

Owl

Ability Score Improvement: Dexterity +1 or Wisdom +1 Size: Tiny

Movement Speeds: walking 5, Flying 60

Flyby: You do not provoke opportunity attacks when you fly out of an enemy's reach.

Keen Hearing and Sight: You have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Talons: You have a talon attack based on Dexterity or Strength that deals 1d4 damage on a hit. Wings: You cannot equip items using your wings unless they are specially made to do so.

Poisonous Snake

Ability Score Improvement: Dexterity Size: Tiny

Movement Speeds: Walking 30, Swimming 30

Blindsight 10

Bite: You have a bite attack based on Strength or Dexterity that deals 1 damage on a hit. On a hit the target must also make a Constitution saving throw against a DC calculated off your Constitution or take 2d4 poison damage or half as much on a successful save.

No-Limbs: You can only equip one item at a time, and only with your tail.

Quipper

Ability Score Improvement: Dexterity +1 Size: Tiny

Movement Speeds: Walking 0, Swimming 40

Darkvision 60

Blood Frenzy: You have advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: You can only breathe water.

Bite: You have a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Fins: You cannot equip items using your fins unless they are specially made to do so.

Rat

Ability Score Improvement: Wisdom +1 Size: Tiny

Movement Speeds: Walking 20 Darkvision 30

Keen Smell: You have advantage on Wisdom (Perception) checks that rely on smell.

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Raven (or Crow)

Ability Score Improvement: Charisma +1 Size: Tiny

Movement Speeds: Walking 10, Flying 50

Mimicry: You can mimic simple sounds you have heard such as a person whispering, a baby crying, or an animal chittering. A creature that hears such sounds can tell they are imitations with a successful Wisdom (Insight) check against a DC calculated off your Charisma.

Beak: You have a beak attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Carion Eater: You have an extraordinarily strong stomach. You suffer no ill effects from eating rotting or rotted food.

Wings: You cannot equip items using your wings unless they are specially made to do so.

Scorpion

Ability Score Improvement: Strength +1 Size: Tiny

Movement Speeds: Walking 10 Blindsight 10

Sting: You have a stinger attack based on Strength or Dexterity that deals 1 piercing damage. On a hit, the target must also make a Constitution saving throw against a DC calculated off your Constitution score or take 1d8 poison damage or half as much on a successful save.

Spider

Ability Score Improvement: Dexterity +1 Size: Tiny

Speed: Walking 20, Climbing 20

Darkvision 30

Spider Climb: You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, you know the exact location of any other creature in contact with the same web.

Web Walker: You ignore movement restrictions caused by webbing.

Bite: You have a bite attack based on Dexterity. On a hit the target takes 1 piercing damage and must succeed on a Constitution saving throw against a DC calculated off your Constitution or take 1d6 poison damage.

Extra Limbs: You can equip an additional 2 items using another 2 of your 8 limbs.

Vulture

Ability Score Improvement: Wisdom +1 **Size:** Medium

Movement Speeds: Walking 10, Flying 50

Keen Sight and Smell: You have advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics: You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature and the ally isn't incapacitated.

Beak: You have a beak attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Carion Eater: You have an extraordinarily strong stomach. You suffer no ill effects from eating rotting or rotted food.

Wings: You cannot equip items using your wings unless they are specially made to do so.

Weasel

Ability Score Improvement: Dexterity +1 **Size:** tiny

Movement Speeds: Walking 30

Keen Hearing and Smell: You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite: You gain a bite attack based on Strength or Dexterity that deals 1d4 piercing damage on a hit.

Wiggle Defenses: You have advantage on escaping any attempts to grapple you.

Don't see your race here?

Generally speaking the animals inherit any special advantages their animal race would get but not any of their skills. They are the same size, move at the same speed, and have the same limb restrictions. Snakes, for example, can only equip one item due to having no arms. Spiders, on the other hand, can equip an additional 2 given their eight arms.

You also gain any attacks the creatures have at their disposal. If the attack deals only 1 damage and has no other damage to speak of, the attack deals 1d4 damage instead.

Plant Races

Awakened Shrub

Ability Score Improvement: Wisdom +1 **Size:** Small

Movement Speeds: Walking 20 **Damage Resistances:** Piercing Damage **Vulnerabilities:** Fire

False Appearance: While motionless you are completely indistinguishable from a normal shrub, even from magic such as Detect Thoughts.

Rake: You have a rake attack based off Strength or Dexterity which deals 1d4 damage on a hit.

Awakened Tree

Ability Score Improvement: Strength +1

Size: Huge (You can count as Large for the purposes of moving through spaces) Movement

Speeds: Walking 20

Damage Resistances: Bludgeoning, Piercing Damage Vulnerabilities: Fire

False Appearance: While motionless you are completely indistinguishable from a normal tree, even from magic such as Detect Thoughts.

Slam: You have a slam attack based on Strength or Dexterity that deals 2d6 damage on a hit.

Don't see your plant here?

Well these are the only two officially recognized awakened plant statistic in the Monster Manual. That's not to say that more aren't possible, they would just have to be worked through with a DM. One could certainly play blights this way as well.